

Disney's MAGIC ARTIST

The Ultimate Art Studio That
Lets You Create Like A Disney Artist



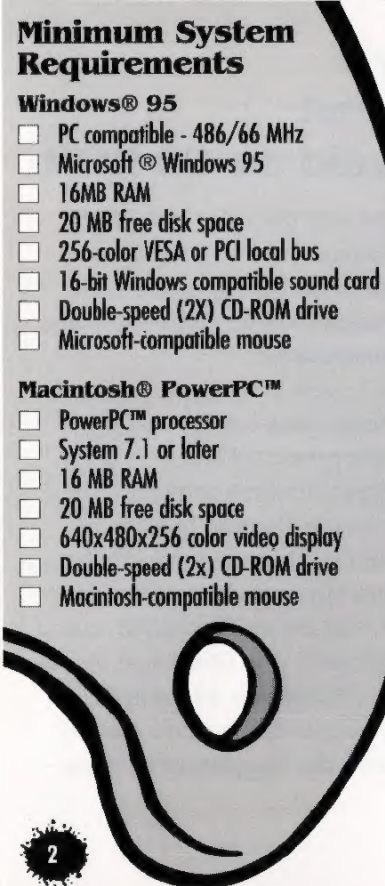
Disney's Magic Artist

The Ultimate Art Studio on CD-ROM

Welcome to hours of fun and excitement with Disney's Magic Artist, the drawing and painting CD-ROM that transforms your computer into a complete art studio. You'll find great stamps, a rainbow of colors, some super-realistic art tools and some of the craziest tools on earth—all waiting for you to add your own special spark of imagination.

Open the Magic Artist Desktop and add a spritz of spraypaint, a jot of chalk, a wash of watercolor...the creative possibilities are endless. You'll love experimenting with realistic art tools like paints that smear, crayons that look waxy and markers that create different textures and looks. Use special fun tools to decorate with confetti, whipped cream, bubbles and more. You can make your very own masterpiece, then top it off with Disney Magic Stamps featuring favorite Disney characters and scenes. Then save your artwork in a personalized sketchbook. You can even combine several of your creations and make a slideshow, complete with effects and music!

You can even develop drawing skills with step-by-step, interactive drawing lessons from Disney artists. So get ready to embark on a creative journey with Disney's Magic Artist; the CD-ROM that lets you create magic – right on the computer screen!



Minimum System Requirements

Windows® 95

- ☐ PC compatible - 486/66 MHz
- ☐ Microsoft ® Windows 95
- ☐ 16MB RAM
- ☐ 20 MB free disk space
- ☐ 256-color VESA or PCI local bus
- ☐ 16-bit Windows compatible sound card
- ☐ Double-speed (2X) CD-ROM drive
- ☐ Microsoft-compatible mouse

Macintosh® PowerPC™

- ☐ PowerPC™ processor
- ☐ System 7.1 or later
- ☐ 16 MB RAM
- ☐ 20 MB free disk space
- ☐ 640x480x256 color video display
- ☐ Double-speed (2x) CD-ROM drive
- ☐ Macintosh-compatible mouse

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Installing Disney's Magic Artist CD-ROM

Exit all other programs, applications and screensavers when installing and running Disney's Magic Artist CD-ROM.

Windows 95

1. Start Windows, if Windows is not already running, and insert the CD in the CD-ROM drive.
2. If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. In the installation prompt window, click on **Install** and then follow the on-screen prompts and instructions.
3. If the introduction screen does not appear, proceed as follows:
 - From the Taskbar, click on **Start** and point to **Settings**; from the Settings sub-menu, click on **Control Panel**.
 - In the Control Panel window, double-click on the **Add/Remove Programs** icon.
 - From the Install/Uninstall tab, click on **Install** to begin the installation.
 - Follow the on-screen prompts and instructions to complete the installation.

Macintosh PowerPC

1. Insert the Disney's Magic Artist CD-ROM into your CD-ROM drive and double-click on the CD-ROM icon.
2. From the Magic Artist window, double-click on the **Disney Magic Artist Installer** icon to launch the installation program.
3. When installation is complete, click on **Restart** to restart your computer.

Starting The Program

Make sure you have successfully installed the Disney's Magic Artist CD-ROM. See the previous section for installation instructions. Exit all other programs and screen savers and insert the CD in the CD-ROM drive.

To obtain the best possible performance, verify that your video display is set to a resolution of 640 x 480 pixels and a color depth of 16 million colors. (Don't forget to change the settings back after exiting – not all programs are optimized with these settings.) Refer to your system's documentation for information on changing display settings.

Windows 95

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear. Click on **Play** to start. If this prompt does not appear, click on **Start** and point to **Programs**; from the Programs sub-menu, point to **Disney Interactive** and click on **Disney's Magic Artist**.

Macintosh PowerPC

Double-click on the **Disney's Magic Artist** icon displayed in the open window to launch the program. If no window appears, open the Disney's Magic Artist folder within the Disney Interactive folder on your hard drive and double-click on the Disney's Magic Artist icon.

Uninstalling Disney's Magic Artist CD-ROM

Windows 95

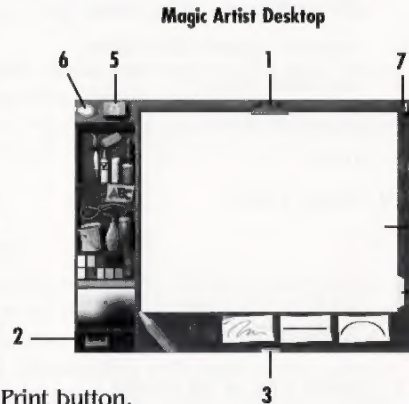
From the Taskbar, click on **Start** and point to **Programs**; from the Programs sub-menu, point to **Disney Interactive** and click on **Disney's Magic Artist Uninstaller**. Follow the on-screen instructions.

Macintosh PowerPC

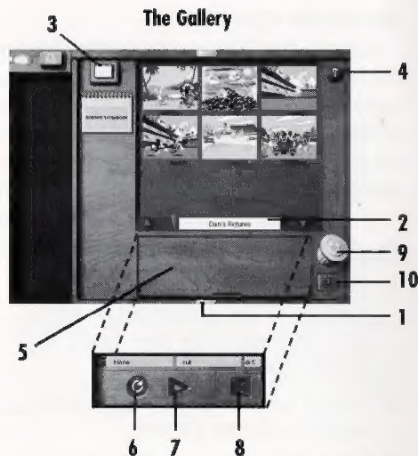
Open the Disney Interactive folder on the hard drive and drag the Disney's Magic Artist folder to the trash. The folder will remain in the trash until you choose to empty it. **Warning:** If you delete the **Picture Data** files in the folder, all of your sketches will be lost. If you want to keep your sketches, click and drag the Picture Data file(s) from the Disney's Magic Artist folder to another location before dragging the folder to the trash.

Quick Reference

1. Click on the clip at the top of the canvas to get a new clean page and automatically save your work in The Gallery.
2. Toggle between the Tool Drawer and the Stamp Drawer.
3. Enter The Gallery, where you can create slide shows.
4. To go to the Lesson Area, click on the green desktop area to the right of the canvas (the cursor changes to a white arrow).
5. To print your work, click the green Print button.
6. To exit Disney's Magic Artist CD-ROM, click on the Light Bulb.
7. To undo the last action you took, click on the red (!) button.
8. Select a texture.

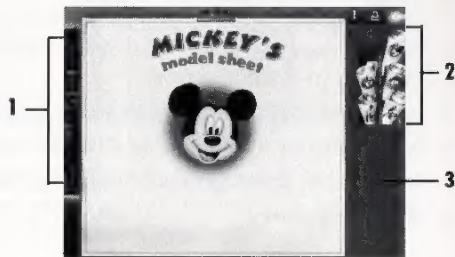


1. Click here to return to the Magic Artist Desktop
2. Type in a title to name your sketchbook
3. Start a new sketchbook
4. Help
5. Open the View Panel to add effects to your slide show
6. Repeats looped slide show
7. Play slide show
8. Export pictures
9. Trash
10. Empty Trash



Lesson Area

1. Click here to return to the Magic Artist Desktop
2. Select one of six model sheets to begin your lesson.
3. Click on the bulletin board to use tracing paper.



Studio Areas

Disney's Magic Artist CD-ROM gives you the limitless creative possibilities of an artist's workshop, with three unique studio areas.

From the **Magic Artist Desktop**, create original artwork with 12 basic tools each with their own special style options, or switch to the stamp drawer to use over 300 Disney Magic Stamps including characters, fun props and backgrounds.

In **The Gallery**, organize your favorite pieces into personalized sketchbooks to save and share. You can also add music and effects—to create an exciting slideshow.

Become an art student in the **Lesson Area**, learning step-by-step from real Disney artists how to draw your favorite Disney characters.

Work in all three modes to produce truly original *mouseterpieces* again and again.

MAGIC ARTIST DESKTOP Creating Original Artwork

Disney's Magic Artist CD-ROM begins at the Magic Artist Desktop. You can select any tool from the drawer simply by clicking on it. Once selected, you will see the tool leave the drawer and reappear on the desktop below the canvas with different style options. Choose the style option you want, then click and drag the cursor over the canvas, and you're on your way to creating a unique work of art.

Saving Artwork

Each time you click on the clip at the top of the canvas, your artwork is automatically saved to The Gallery. You can turn off the auto-save function in Parental Mode (see page 22).

Tool Style Options

The Disney's Magic Artist CD-ROM art tools all have special features to give you more flexibility in creating your work. These options are displayed in the area at the bottom of the desktop, below the canvas. The choices in this area will vary with each tool.

Size Button

To select the size of the tip for the tool you are using, click on one of the five different-sized circles in the Size Option area. To make a thin line, choose the smallest circle. To make a really wide line, choose the largest circle.



Freehand, Straight, and Curve Buttons

Click on one of these to choose the way that you draw. If you want to sketch, select the Freehand option.

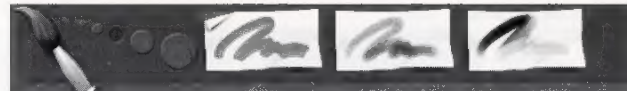
To make a straight line, pick the Straight Line option. Then click on the

point on the canvas where you want the line to start and drag the line in any direction. When you reach the endpoint that you want, release the mouse button. To make a curved line, select the Curved Line option and use the mouse in the same way as you would to form a straight line. When you reach the desired endpoint, release the mouse and drag the cursor up or down to pull the line into a curve. When you have the shape you want, click again to fix the curve on your canvas. These options are available for the pencil, crayon, and chalk tools.



Freehand Straight Line Curved Line

Paintbrush



Oil paint Water color Fingerprint

Marker



Regular round tip Flat tip Elliptical tip

Spray Can



Regular spray Spatter spray 3-D Paint

Eraser



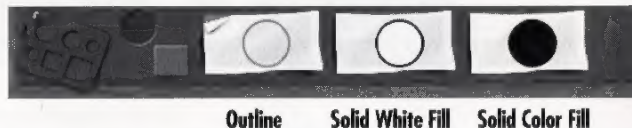
Hard eraser Soft eraser Squeegee tool

Text Tool



Select font size Choose a font Choose a style

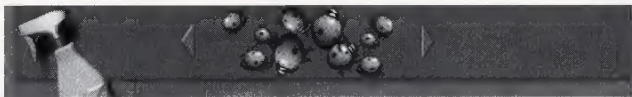
The Shapemaker Tool



The shapemaker tool lets you draw squares and circles, or triangles and diamonds. Click on the shapemaker tool to toggle between square/circle templates and triangle/diamond templates. Select the desired shape from the icons to the right of the shapemaker tool. Then choose how you want the shape to be filled in: outline, white fill, or solid color fill.

Draw the shape by clicking and dragging until the shape is the size you want. Press and hold the shift key to create perfect shapes.

The Imagespray Tool



Click on the Imagespray tool and get ready for a real blast! With a squirt from the sprayer, you can get loads of ladybugs or a mountain of dazzling gems. Choose from twenty fun images by clicking on the right or left scroll arrows, then click and drag over the canvas for a shower of colorful images.

The Paintbucket Tool



The paintbucket fills an entire area with the color you select. Or use it to get a blended effect or to cover your canvas with patterns.

Solid Fill

For a single, uniform color fill, click on the Solid Fill button and then click on the canvas.

Gradient Fill

For a blended color fill, click on the Gradient Fill icon. You can choose to make your colors flow in any direction, in either linear or circular style. Click on the arrows to the right and left of the Gradient icon to make your selection. The Gradient option lets you select two colors to blend. The first color can be selected using the Color Selection tool (see Choosing Colors for more details). The second color can be selected by clicking on the small white circle in the Gradient Fill paint splotch and dragging it to a new color. Once you have selected the colors, click on the canvas. The canvas will turn grey. You must now move the mouse in any direction to set the path for the blend. Click again and watch the canvas fill with color.

Pattern Fill

You can cover whole areas with fun patterns, by clicking the Pattern button, then using the scroll arrows to see a choice of designs.

The Rope Tool



Rectangle Rope Freehand Rope Blur Emboss

Use the rope tool to move sections of your artwork to another location. Click on the rope and drag over the area you want to select. The area will be surrounded by a glowing line.

Click on the selected area to move it to a different location. You can also apply an embossed or blurred effect to an area, by choosing the Emboss or Blur option once you have highlighted an area.

Twisted Tools

All the tools have a very special option that turns them into wacky, twisted tools. Once you have selected a tool and it appears at the bottom of the screen, click on it again and watch what happens to it! You may find your paintbrush turning into a toothbrush, your spraycan becoming a canister of whipped cream. With a twisted tool, you can always give your creation a stroke of surprise. Click on the twisted tool again to return to the original tool.

Choosing Colors

Disney's Magic Artist CD-ROM lets you choose from millions of colors to work with. After selecting your tool, pick the color you want from the color choices in the tool drawer. Use the Up and Down scroll arrows to choose from a range of color patches. You can enjoy even more choices by modifying your color in the Rainbow area, under the color patches. Click anywhere in the Rainbow to select a color. By dragging to the far right or left in this area, you can scan the entire spectrum of the rainbow!

To Match a Color

More experienced users can work with a special tool to match a precise color they have used earlier in the creation, so it can be applied again. To use the Matching Color tool, place the cursor over the area on the canvas that you wish to match on color (either a Magic Stamp image, or colors you have drawn or painted yourself). Mac users must then press and hold the Option key, (Windows users press and hold the Control Key) and then click the mouse. The color locator in the Rainbow area automatically jumps to the desired color and re-selects it. Any tool you use will now paint with the matched color.

Adding Texture

With the pencil, crayon and chalk and watercolor tools, you can use a special texture feature to give your creations a different look. Click the texture tab at the bottom right side of the canvas. A sample texture will appear. Click on the sample to see more options. When you start drawing, the chosen texture will appear in your picture, as if you were rubbing the actual tool over a patterned surface.

Customize Your Work with Hundreds of Stamps

Creating an Original Artwork

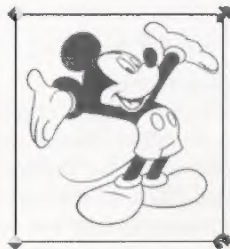
You can spice up your pictures with hundreds of stamps by opening the stamp drawer and choosing your favorite characters, fun backgrounds and colorful props. Click beneath the open drawer, to switch between tools and stamps.

Types of Stamps

You can choose from three main stamp categories; backgrounds, characters and props. Background stamps include complete backgrounds and selections for just the sky, the midground, or the foreground of your picture. Character stamps include the Disney favorites Mickey, Minnie, Goofy, Donald, Daisy, and Pluto. Try clicking on each of the three Prop buttons to choose from a wide variety of props.

How Stamps Work

When you click on a selection from the stamp drawer, you'll see several choices from the category you choose displayed below the canvas at the bottom of the desktop. You can view the complete collection by clicking on the right or left scroll arrows next to the stamp choices. To place a stamp on the canvas, click on the stamp and drag it to the desired location on the canvas. A small rectangle will appear, indicating where the stamp will be placed. Or, double-click on it to have the stamp appear in the center of the page.



Once on the canvas, each stamp will appear in blueprint form, waiting for you to use special tools to color it, size it and make it permanent.

Working with Blueprint Stamps

While a character or prop stamp is in blueprint form, it can be scaled, rotated, flipped, moved and deleted. To move a blueprint, click on the image to highlight it, and drag it to a different location. You can delete a blueprint by dragging it off the canvas, or pressing the delete key on the keyboard.

Sizing Characters and Props

When your blueprint is highlighted, it will be darker in color, and will be surrounded by a box with a small icon in each corner.

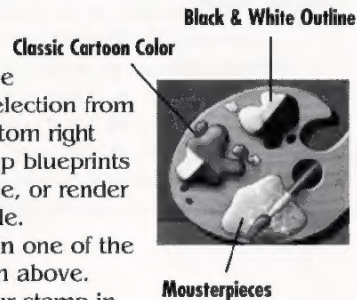
Click on the top left icon to flip the blueprint from side to side. Click on the bottom left icon to flip the blueprint from rightside up to upside down. Click on the bottom right icon to turn the object in 90 degree increments. Click and drag the top right icon out from the blueprint to make the image bigger; drag it in to shrink the image size.

Completing a Stamp

After you have arranged the blueprint the way you want it, you are ready to make a selection from the painter's palette that appears at the bottom right corner of the desktop. You can render stamp blueprints in different ways by doing them one-at-a-time, or render several at once with the same rendering style.

To render your stamp or stamps, click on one of the three choices on the painter's palette shown above.

The black and white splotch renders your stamp in



black and white Coloring Book style, the four-color splotch renders in Classic Cartoon color. For a magical touch, click on the sparkling paint splotch, and watch as the stamp creation is drawn and painted with full color and shading, brush stroke by brush stroke, before your very eyes.

Adding Texture

You can add special textures to your stamps by selecting a texture before adding a stamp. Click the texture tab at the lower right side of the canvas to change the texture, then make your choice from the painter's palette to see the effect applied.

Finishing Up

When you have finished working with stamps, you can reopen the tool drawer and add other elements to your artwork. To start another stamp creation on a fresh canvas, click the clip or the top of the canvas. Your work will be automatically saved (unless you have turned off auto-save in Parental Mode).

The Gallery:

Cool Ways to Present your Artwork

Click on the button at the bottom of the desktop to enter The Gallery, where all your work is automatically saved, and where you can create magnificent slide shows.

When you first enter The Gallery, you will see miniature images of all the pictures that you created on the Magic Artist Desktop. If you have created more than nine pictures, use the blue arrow to scroll up and reveal pictures that are not currently displayed. Each picture can be titled by highlighting it and typing in the title in the space under the image.

If you want to save the collection of displayed drawings into a sketchbook, click on the Title Area and type in the name you want to assign. (You must first backspace over the current title). To create a new sketchbook, click on the New Sketchbook icon. Create different sketchbooks for each member of the family, or for different themes or occasions. When you want to view a particular sketchbook, double-click on it, or click and drag it to the display area. It will replace the sketchbook currently on display.

You can reorganize your sketchbook at any time by moving pages within it. Click on the image you want to move and drag it to the new location where you want it to be. You can also move the image to a sketchbook that you've already created, by dragging the image over the cover of the desired book shown on the left of the screen.

You can save up to 50 images in each sketchbook, and you can create up to 50 sketchbooks.

Editing Pictures in The Gallery

When you double-click on one of the pictures in The Gallery, you will return to the Magic Artist Desktop with your creation on the canvas. This lets you change and add to your artwork as often as you like. When you are finished making changes, just click on the button at the bottom of the desktop and the revised picture will appear back in The Gallery.

You can print your work directly from The Gallery by highlighting a picture and then clicking the Print button.

Making Your Own Slideshow

You can combine the artwork that's saved in a sketchbook with music and transition effects to create a super slideshow!

Begin by clicking on the Open Viewer area to reveal the Viewer Panel. The Panel allows you to add the elements of a slideshow to the pictures in the display sketchbook.

Click and choose from the following pop-up menus for each slide:

Menu	Action
Music	Highlight the type of music you want. (Preview your music selection by clicking on the red music note.)
Transition	Choose the effect you want between the highlighted image and the next one.
Exposure Time	Select how many seconds the image stays on the screen.

Once you have selected the pictures and elements for the show, you are ready to view it. If you want your slideshow to loop back to the beginning and replay after all the slides are shown, click on the Loop button. Click the Play button to begin the show!

Exporting your Work to a Floppy Disk

Let friends and family view your work on their own computers, by sending it to them on a floppy disk. Click on the image you want to export. Then insert a blank disk into your floppy drive and click on the disk button. Images will be saved in BMP format (PC) or PICT format (Mac).

Discarding Images

You can get rid of unwanted images and sketchbooks by clicking and dragging them to the Trash Can.

Up to three items stay in the Trash Can until you click on the Garbage Truck button to empty the trash. This allows you to retrieve these items after you have thrown them in the trash but before the garbage truck has hauled them away. To take items out of the trash, click on the Trash Can and watch it tip over, spilling out the last three images you discarded. Now you can drag them back to the display area.

If you drag more than three items to the Trash Can, the oldest items will be permanently deleted.

Leaving The Gallery

When you are through working in the Gallery, you can exit the program by clicking the Light Bulb, or return to the Magic Artist Desktop by clicking on either of the the Close Desktop buttons at the top or bottom of the screen.

Learn to Draw from Real Disney Artists

In Disney's Magic Artist CD-ROM, real Disney artists share their sketching secrets for Mickey, Minnie, Donald, Daisy, Goofy and Pluto with fun instructions and step-by-step demonstrations. To get in on this great learning opportunity, just move the cursor to the area at the right edge of the Magic Artist Desktop. When the cursor turns to a white arrow, click and you'll be transported to the Lesson Area.

Artists at Work

Click on one of the model sheets on the right side to select a character. The sheet will open onto the art table, where you can watch a brief slideshow that gives you the history of each character. To skip ahead to the lesson, click anywhere on the screen.

After viewing the introduction, you will see the character's basic body part clusters lining the left and right sides of the model sheet. For best results, click on the steps from top to bottom, beginning with the top left corner. With each step, watch as that body part is drawn, line by line, in the center of the model sheet, and listen for instructions and tips about how to do it yourself.

When all the body sections have been selected, watch how the drawing comes to life.

The Slider Bar

At each step, once the body-part has been drawn, you can click anywhere on the center of the screen and watch as it becomes animated. A slider bar appears at the bottom of the model sheet that tracks the poses in the animated sequence. Each character goes through dozens of small, separate poses, just the way that they do when you watch them in the

movies. Click and drag the button on the slider bar to move to the pose that you want to view, trace or draw.

Draw it Yourself!

There are two fun ways to try out your new drawing skills. Follow the step-by-step lessons with pencil and paper. Or use the tracing paper on screen.

To place the tracing paper over a fully- or partially drawn character, double-click on the bulletin board below the character model sheets. Choose a line size from the Size selector, and start tracing!

To erase, click on the pencil and rub the cursor over the lines you want to erase. To return your pencil, click on it again.

To erase just the last stroke you made, click the red Undo button; to start completely fresh, click the clip at the top of the canvas, and your tracing will be deleted and a fresh piece of tracing paper will be placed on the model sheet.

Printing and Saving

To print your tracing, click on the Print button. Disney's Magic Artist CD-ROM prints only what you've traced yourself; the step-by-step drawings, animations and text cannot be printed.

To save your tracing, drag it to the bulletin board. If you exit Disney's Magic Artist CD-ROM with a tracing still on the model sheet area, it will not be saved. You can save your tracings by moving them onto the canvas on the Magic Artist Desktop.

Customize Your Tracings on the Magic Artist Desktop

When you have completed your tracing activities, move your work to the Magic Artist Desktop and add color, texture... and more fun! First, return to the Desktop. On the right side of the screen you will see part of the bulletin board sticking out from the Lesson Area. Click and drag the sheet on the bulletin board up onto the canvas to begin your work.

You can drag your tracing over the work that you have created on the Magic Artist Desktop or over a new, blank canvas. The tracing paper is transparent, so whatever is underneath it will show up. Once you move your tracings onto the Desktop, they will be saved to The Gallery, just like art originally created on the Magic Artist Desktop.

Exiting the Program

Exit Disney's Magic Artist CD-ROM from any of the three studio modes by clicking on the Light Bulb at the top of the working area.

Parental Mode

Parental Mode is accessible anywhere within the program by pressing the Ctrl-Spacebar keys simultaneously (PC) or Command-Spacebar keys simultaneously. Parental Mode allows you to access a menu bar where you can control various program functions(e.g., printing, autosave).

Customer Support

We are committed to bringing you the best software possible. If you are not satisfied with the program for any reason, just return the disc with a description of the problem and the **original sales receipt** to us and we will send you a check for the purchase price, plus any sales tax you paid. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state, and zip code.

Do not mail us the packaging or other materials; send only the disc, manual, and your receipt along with a note on how we can better serve you, to Disney Interactive Customer Support, 500 South Buena Vista St., Burbank, CA 91521-7704. Please add "Attn: Refunds" to the mailing address. Please allow four to six weeks for delivery. This offer is good in the US and Canada only.

Telephone Support

Our Customer Support staff is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is **1-800-291-0480**. For complete details on customer support, program tips and troubleshooting, please refer to the Parent Help File on the Disney Magic Artist CD-Rom.

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Windows 95

INSTALLING THE PROGRAM

Insert DISNEY'S MAGIC ARTIST CD-ROM in the CD-ROM drive and follow the on-screen instructions. If no on-screen prompts appear, follow these steps:

1. Click the Start button on the Taskbar.
2. Select Settings, then click on the Control Panel.
3. In the Control Panel window, double-click on the Add/Remove Programs icon.
4. On the upper portion of the Install/Uninstall tab, click on the Install button.
5. When prompted to insert CD-ROM, click on Next.
6. The command line that appears will read: D:\setup.exe (if your CD-ROM drive is designated by a letter other than D:, the appropriate letter will appear).
7. Click on Finish to start the installation. Follow the on-screen prompts.

STARTING THE PROGRAM

If your CD-ROM is AutoPlay-compliant, an execution prompt will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on Play to start.

If the prompt does not appear, click on Start from the Taskbar and point to Programs, then select Disney Interactive and click on DISNEY'S MAGIC ARTIST from the cascading submenu.

Macintosh PowerPC

INSTALLING THE PROGRAM

Insert DISNEY'S MAGIC ARTIST CD-ROM in the CD-ROM drive. Double-click on the CD-ROM icon. From the window that opens, double-click on the DISNEY'S MAGIC ARTIST Installer icon and follow the on-screen instructions. When installation is complete, click on Restart to restart your computer.

STARTING THE PROGRAM

Double-click on the DISNEY'S MAGIC ARTIST icon displayed in the open window. If no window appears, open the DISNEY'S MAGIC ARTIST folder within the Disney Interactive folder on your hard drive and double-click on the DISNEY'S MAGIC ARTIST icon.

Proof of Purchase



MAG ART